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Gustavo Girão, Sílvio R. F. Araújo, Monica M. Pereira, Ivan Saraiva Silva

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December 2005 Proceedings of the 11th Brazilian Symposium on Multimedia and the web WebMedia '05

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Many digital television standards provide a way to data transmission. The utilization of this capability includes the transmission of data stream for any interactive application. In this application the execution flow needs to be synchronized with video and audio streams. To transmit the data, video and audio streams in a synchronized way, the streams are packetized in data structures more adapted to the transmission. Some of these structures are PES (Packetized Elementary Stream) and TS (Transp ...

Keywords: FPGA implementation, HDTV, TS multiplexer, digital television, transport layer

MPEG-4: an object-based multimedia coding standard supporting mobile applications Atul Puri, Alexandros Eleftheriadis



June 1998 Mobile Networks and Applications, Volume 3 Issue 1

Publisher: Kluwer Academic Publishers

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The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

Delivery of MHEG-5 in a DAVIC ADSL network



John Buford, Chetan Gopal

November 1997 Proceedings of the fifth ACM international conference on Multimedia **MULTIMEDIA '97**

Publisher: ACM Press

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Additional Information: full citation, references, index terms

Keywords: DAVIC, MHEG, MPEG-2 DSM-CC, interactive television, video-dial-tone

Performance ad hoc and IEEE 802 networks: Performance evaluation of video



streaming with background traffic over IEEE 802.11 WLAN networks Nicola Cranley, Mark Davis

October 2005 Proceedings of the 1st ACM workshop on Wireless multimedia networking and performance modeling WMuNeP '05

Publisher: ACM Press

Full text available: pdf(292.34 KB) Additional Information: full citation, abstract, references, index terms

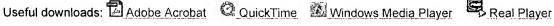
There is an increasing demand for multimedia streaming applications over WLAN networks. MPEG-4 and H.264 are compression standards targeted at high-quality streamed multimedia services over wireless best-effort IP networks. However, the dynamic nature of wireless networks in terms of fluctuating bandwidth and time-varying delays makes it difficult to provide good quality streaming under such constraints. Multimedia streaming applications are a demanding and challenging service to deliver over wi ...

Keywords: MPEG-4 encoding, WLAN, performance evaluation, video streaming

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